VULTUCIDE

RULES TOME

Rise Champion

Vultucide is a two-player competitive card combat game. Each Combatant will require a *standard 52-card playing deck* and a *Vultucide gear card for each suit* to compete.



Ready yourself — your training begins now...

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Thank you Champion for giving this game your time. I hope you find it fun and engaging. If you would like to see more from Vultucide and its improvement please check out the Patreon where you can enter the Vultournament and compete against other Champions for rewards. Once again, thank you so very much.

~Works

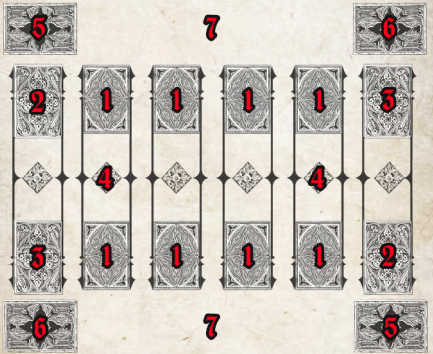
Claim Your Victory by dealing at least 30 Wounds to your opponent while they are on their Last Stand.

Set Up the game area by selecting and placing 1 Gear card of each suit in a row. Then, remove from the game all face cards from your playing deck and choose one to act as your Champion. Shuffle your remaining 40-card Deck and place it at the right end of your Gear row. Take the top card of your deck and place it face down at the left end of the gear row. This card is your Miracle. Finally, place your Champion above the Gear card next to your Miracle.

Welcome to the Arena.

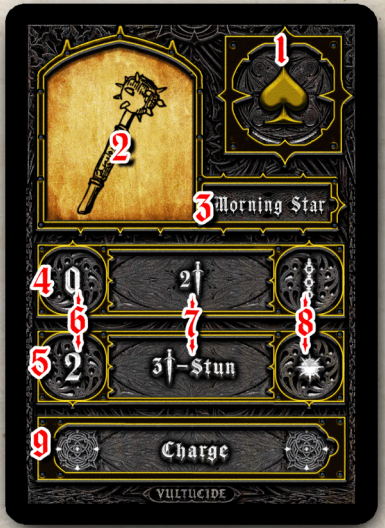


By aligning the game area with your opponent this way, the Arena is constructed. The Arena is a shared 6-space track used for combat.



1. Gear Card 2. Deck 3. Miracle
4. Champion starting space in the Arena
5. Wounds 6. Discard 7. In Play Area

Study Your Gear and choose wisely. Your survival depends on your tools and how you use them.



GEAR ANATOMY

1. Suit
2. Art
3. Name
4. Ability 1
5. Ability 2
6. Stamina Cost
7. Ability Effect
8. Ability Type
9. Imbued Ability

Start by drawing 5 cards from the Deck; then you may Focus. To Focus, place up to 2 cards from your Hand face down in your In Play Area to act as Stamina, then draw that many cards from your Deck.

COMBAT BEGINS

Next, each combatant will Lock In by placing one card from their Hand face down in their In Play Area away from thier Stamina. This is your Locked In card and you are both now Locked In.

During combat you will perform Actions to defeat your opponent.

Actions are performed to either stay in the fight, or ready your self for the next moments in combat.

There are 3 Actions that you will choose from during play. You may only select 1 at a time. Knowing when to use each is crucial for your survival and your opponent's defeat.

The Actions are as follows:

1. Lock In
2. Lock Out
3. Exhaust

Lock In by setting 1 card face down from your Hand. This is your Locked In card, and you are Locked In.

While your Locked In card is face down, you may choose to Load. Next, players reveal Locked In cards together if both are Locking In. Otherwise, reveal your Locked In card after opting to Load or not. Then, determine who will act based on who gains Priority.

The player with Priority will select and use an ability on the Gear that matches their Locked In card's suit. Then, they may choose to: Lock In if a Chain ability was used, Lock Out, or Exhaust.

When your opponent starts an Action while your Locked In card is face up you may Lock Out or wait to gain Priority.

If you are unable to use an ability of the Gear that is Locked In, you must immediately Exhaust.

Load by exhausting one Gear card to add its Imbued effect to your Locked In Gear. The Loaded effect will activate before your chosen Locked In Gear's ability.



Priority is granted to whose Locked In card's value is greater. If only one player is Locked In, they gain Priority. Aces have a value of 11 when Locked In. If there is a tie for Priority, then a Clash occurs. During a Clash, both players reveal the top card of their Deck and check Priority based on its value. This continues until Priority is determined. Discard all cards revealed this way.

Lock Out by discarding your previously played Lock In card(s), if any. You are Locked Out.

Ready your Champion if they are Exhausted by turning them upright.

Next, draw 2 cards OR Focus.

You can NOT perform abilities while you are Locked Out.

Then, when your opponent starts an Action, you must either Lock In OR Exhaust.

At any time your Deck has no cards, shuffle your Discard and place it face down in your Deck zone to act as your new Deck.

Exhaust your Champion by turning them sideways. You are Exhausted.

Discard all Locked In and Stamina cards. Then, Ready your Exhausted Gear cards by turning them up right and draw cards from the Deck or Discard cards from your Hand until you have 5 cards in Hand.

You can NOT perform abilities while you are Exhausted.

When your opponent starts an Action, your Champion must then Lock Out.



Wounds must to be inflicted on your opponent in order to claim Victory. When a combatant takes Damage, they reveal card(s) equal to the Damage from either their Hand OR the top of the Deck; then add them to their Wounds.
A combatant's Wounds is the total added value of all their Wound cards.

Aces count as 1 Wound.

The first time each combatant is dealt at least 30 Wounds, they will take all cards in their Wounds, Discard, Hand, and In Play area then add them to the Deck face down. They will then shuffle their Deck, draw cards until they have 5 cards in Hand, draw their Miracle card, and then Focus. Finally, they will Ready any Exhausted cards and Lock In.

When a Miracle card is removed from play, the space above it in the Arena is removed from the game.

If a Champion is not occupying a space in the Arena, move them to the next closest empty space.

Combatants without a Miracle card are in their **Last Stand** and can be defeated by dealing at least 30 Wounds to them.



Claim your Victory

Gear is what makes the Champion. You must know how and when to activate your abilities if you hope to survive the fight.



Stamina is used to activate abilities and strengthen Fundamental effects. The number at the left end of an ability indicates the amount of Stamina needed to use that ability. Discard Stamina cards in your In Play Area for one Stamina each before using an ability.

Once an ability has been selected and the required Stamina discarded, commence the ability's effects from left to right.

Exhausted Gear can NOT use abilities.

Abilities are how you will use your Gear in order to claim Victory. Each ability will grant you effect(s) to use to achive this. Understand the four different types of abilities by the icon shown at the right end of the ability.



Chain - You may Lock In again by playing a card from your Hand on top of your previous Locked In card if any.

Finisher - You must Lock Out after using a Finisher Ability and draw cards equal to the amount of Locked In card(s) you discard when you Lock Out.
If an opponent takes a Wound from a Finisher, they must immediately Exhaust after all Wounds have been dealt.

Quick - Can only be used after Priority is determined and you do NOT have Priority. The Gear is first Exhausted then its effects immediately occur after paying the required Stamina. Only one Quick ability may be used per your opponent's Locked In card. Your Locked In card does NOT need to match the suit of the Quick ability you choose to use.

Imbued - Can NOT be selected when choosing an ability to use. Instead, a Gear's Imbued ability effect(s) activates immediately AFTER all effects are resolved on an ability for the Gear card OR BEFORE the current Locked In Gear card's ability if the Imbued effect was Loaded.

Effects are your means of survival, positioning, and damage. Each ability will contain one or more effects that your Champion can perform.

If a link icon (–) is next to an attack effect the proceeding effect can only be performed if the attack effect was in range of an opponent.

If a comma (,) is next to an effect the proceeding effect is activated immediately next.

There are two types of effects:

–Fundamental effects are iconified and have a value that can be increased by 1 by discarding only one of your Stamina before the effect is performed.

–Special effects are keywords that can offer a variaty of tactics in combat.

Fundamental Effects

Melee Attack - Deal damage to an opponent that is one space next to you by the value printed.

Ranged Attack - Deal damage to an opponent that is more than one space away from you by the value printed.

Block - Reduce the next damage you receive by the amount printed from one effect. Block is only applied to your opponent's current Locked In card.



Fundamental Effects

Move - Move your Champion left or right in the Arena to the next unoccupied space up to the value printed.

Draw - Draw cards from the top of your Deck to your Hand by the value printed.

Heal - Replace cards in your Hand with cards in your Wounds up to the value printed.



Special Effects

Brace - Discard cards from Hand for 1 Block per each card discarded this way.

Break - Your opponent Exhausts a Readied Gear card.

Charge - Place the top 2 card of your Deck face down in your play area as Stamina.

Clarity - Draw the top card of either your Deck or Discard.

Clash - Can only be activated immediately after a Locked In card is revealed. You and your opponent must Clash to determine Priority.

Cleave - Deal damage equal to your Stamina to an opponent that is one space next to you.

Special Effects

Dodge - Reveal and discard a card from your Hand. If its value is greater than the value of your opponents Locked In card, all attacks against you are considered not in range until your opponent takes another action.

Drive - Move up to 3 spaces towards your opponent.

Empower - Turn one of your Stamina cards sideways. That card now counts as 2 Stamina and can increase a Fundamental effect by 2.

Evade - Move up to 3 spaces away from your opponent.

Special Effects

Fatal - Deal damage equal to the amount of Locked In cards in your In Play Area.

Feign - Discard your top Locked In card. If a Locked In card is revealed this way, it and you are now immediately Locked In.

Focus - Place up to 2 cards from your Hand face down as Stamina, then draw that many cards from your Deck.

Parry - Reveal and discard the top card of your Deck. If it's suit matches your opponents Locked In card, all attacks against you are considered not in range until your opponent takes another action.

Special Effects

Pull - Move the opponent 1 space towards you.

Push - Move the opponent 1 space away from you.

Quick - You may use an additional Quick ability.

Reach - Your next Melee Attack for your current Locked In card may deal damage up to 2 spaces away from you.

Ready - Ready 1 of your exhausted Gear cards by turning them upright.

Skewer - Deal damage to an opponent equal to your Stamina that is more than one space away from you.

Special Effects

Stun - Your opponent discards cards from their Hand equal to the damage of your previous attack.

Summon - Place the top card of your Deck in an unoccupied space in the Arena as a Summon. This card may act as your Champion in the Arena when using ability effects. Champions can NOT move past a Summon. If a Summon is dealt any damage, it is discarded instead.

Trance - Place all of your Locked In cards face down as Stamina.

Transfer - Move to any unoccupied space in the Arena.

Champions grant you additional effects to the Gear card that matches its suit. The additional effect is added at the begining of the Gear card's Imbued ability effect.



King - Charge

Queen - Ready

Jack - Clarity

Joker - Grants no additional effects. During game set up, do NOT add a Miracle card. When Locking Out, you may draw 2 cards AND Focus instead of only choosing one.

– VULTUCIDE –



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